

**commodore**



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## USR

The USR function allows a programmer to create a machine language subroutine which is callable from BASIC. USR has a parameter which is evaluated and placed in the floating accumulator at location \$B0. The format is as follows:

|      |   |                  |                              |      |                      |
|------|---|------------------|------------------------------|------|----------------------|
| \$B0 | - | exponent         | +                            | \$80 |                      |
| \$B1 | - | mantissa         | MSB                          |      | normalized so B7 set |
| \$B2 | - | "                |                              |      |                      |
| \$B3 | - | "                |                              |      |                      |
| \$B4 | - | "                | LSB                          |      |                      |
| \$B5 | - | sign of mantissa |                              |      |                      |
|      |   | Ø                | if mantissa = Ø              |      |                      |
|      |   | +                | if mantissa non-zero or plus |      |                      |
|      |   | -                | if mantissa negative         |      |                      |

The floating accumulator may be converted to a two byte integer in \$B3 and \$B4 (MSB, LSB) by a JSR \$D0A7. On return to BASIC, an integer may be converted and passed in the floating accumulator. The MSB is loaded into the MOS 6502 accumulator A and the LSB into index register Y and then JSR \$D278. Since the return address to BASIC is already on the stack and the integer-floating conversion might be the last step to execute, it is possible to do a JMP \$D278 instead of a JSR \$D278 and RTS.

Before executing USR from BASIC, locations 1 and 2 must be poked with the address, lo-hi, of the machine code subroutine. The address may be changed if the programmer desires to have more

than one routine resident at one time.

It is recommended that the machine language subroutines be located in protected areas of RAM such as the unused tape buffer.

example: floating point representation

1.5<sub>10</sub>

90 C0 00 00 00 00

\$B0 →

# USR function example #1

|      |    |    |    |     |        |         |            |
|------|----|----|----|-----|--------|---------|------------|
| 0000 | 4C | 3A | 03 |     | JMP    | USR     |            |
|      |    |    |    |     | INT    | =       | \$B3       |
|      |    |    |    |     | *      | =       | \$33A      |
| 033A | 20 | A7 | D0 | USR | JSR    | FLPINT  |            |
| 033D | A5 | B3 |    |     | LDA    | INT     |            |
| 033F | A6 | B4 |    |     | LDX    | INT+1   | Swap bytes |
| 0341 | 85 | B4 |    |     | STA    | INT+1   | to use     |
| 0343 | 86 | B3 |    |     | STX    | INT     | as address |
| 0345 | A2 | 00 |    |     | LDX    | #0      | indirect   |
| 0347 | A1 | B3 |    |     | LDA    | (INT,X) | load       |
| 0349 | A8 |    |    |     | TAY    |         | LSB in Y   |
| 034A | 8A |    |    |     | TXA    |         | MSB in A   |
| 034E | 4C | 78 | D2 |     | JMP    | INTFLP  |            |
|      |    |    |    |     | INTFLP | =       | \$D278     |
|      |    |    |    |     | FLPINT | =       | \$D0A7     |

## USR function example:

$X = \text{USR}(I)$   
 $-32768 \leq I \leq 32767$   
 $0 \leq X \leq 255$

Returns the contents of the byte whose address is specified by I. The variable I is preserved. Parameter is passed in the floating accumulator and translation is performed by appropriate BASIC subroutines.

```

10000 DATA 32,167,208,165,179,166,180,133
10100 DATA 180,134,179,152,0,161,179,168
10200 DATA 138,76,120,210
10300 FOR I = 826 TO 845
10400 READ N:POKE I,N
10500 NEXT
10600 POKE 1,58
10700 POKE 2,3

```

This is a BASIC program to POKE the USR machine language subroutine from the previous example into the memory. The hex codes have been translated into decimal and placed in data statements. The memory region used is the 2nd cassette data buffer area. Note locations 1 and 2 are poked with the start address of the subroutine:

$$3*256+3*16+10 = 826$$

## USR function example #2

|      |    |    |    |       |     |        |                     |
|------|----|----|----|-------|-----|--------|---------------------|
| 033A | 20 | A7 | D0 | LOGB2 | JSR | \$D0A7 | floating to integer |
| 033D | A0 | 00 |    |       | LDY | #0     | LSB of result in    |
| 033F | A5 | B4 |    |       | LDA | \$B4   | LSB of integer      |
| 0341 | 6A |    |    | SHIFT | ROR | A      |                     |
| 0342 | 90 | 05 |    |       | BCC | DONE   | switch closed       |
| 0344 | C8 |    |    |       | INY |        |                     |
| 0345 | C0 | 08 |    |       | CPY | #8     | no switches ?       |
| 0347 | D0 | F8 |    |       | BVE | SHIFT  |                     |
| 0348 | A9 | 00 |    | DONE  | LDA | #0     | MSB in A = 0        |
| 034A | 4C | 78 | D2 |       | JMP | \$D278 | integer to floating |
|      |    |    |    |       | *=0 |        |                     |
| 0000 | 4C | 3A | 03 |       | JMP | LOGB2  | vector for USR      |

10 PRINT USR(PEEK(59471)):GOTO 10

Switches connected to USR port can be wired to cause a low logic level. The port can be PEEK'ed and this routine returns the bit #(0-7) or 8 if no switch is closed.